



HGZine

Issue 17 | June 2008

Free Magazine For Handheld Gamers. Read it, Print it, Send it to your mates...

>>> EXCLUSIVE INTERVIEW!

CRASH BANDICOOT: MIND OVER MUTANT

All-new shots and info

>>> REVIEWED!

Everybody's Golf 2
Verdict inside!

PSP



WIN!
ONE OF FIVE
COPIES OF
SBK-08!

DS

**Guitar Hero:
On Tour**

Latest news and shots!

PREVIEW

**The Legend
of Spyro**

Dawn of the Dragon = flaming
hot news and shots



REVIEW

Iron Man
Heavy metal!



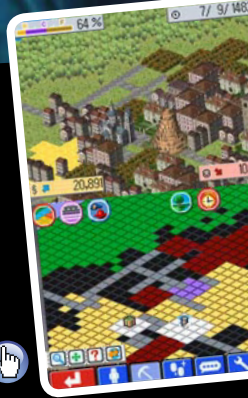
REVIEW

Soul Bubbles
Another DS gem?



PREVIEW

**SimCity
Creator**
A whole city
on your DS!



Welcome to HGZine



There are some big names in this month's issue of your favourite handheld mag, including Crash, Spyro, Iron Man, Doctor Who, but there are a couple of surprises, too.

For starters, we recommend that you check out Soul Bubbles if you're looking for something a bit different on DS this month – it's hugely entertaining and totally addictive. And the return of the classic Arkanoid promises to bring a classic slice of gaming genius to the DS.

So once again we've managed to pack in an almost embarrassingly good selection of games for you. Plus, if our review of SBK-2008 whet your appetite for a bit of two-wheeled action, then head over to our competition, where we're giving away five copies of the game! Enjoy the issue.

Dean Mortlock, Editor
HGZine@gamerzines.com

MEET THE TEAM

They play games for a living, drive around in fancy sports cars and live in castles made of gold – they are... the writers.



Mark Ramshaw
Games veteran Mark would like you to know he really hates the term 'Games Veteran'.
PLAYING THIS MONTH: Arkanoid DS



Dave Perrett
Next month is Dave's Stag do. And yes, he probably will take his PSP with him.
PLAYING THIS MONTH: Iron Man



Chris Schilling
Even illness and foreign travel this month could not delay this gaming mammoth's copy flow.
PLAYING THIS MONTH: Everything



Damien McFerran
The nicest man in videogames again does what he does best.
PLAYING THIS MONTH: Indiana Jones (mobile)

DON'T MISS!
This month's highlights



CRASH BANDICOOT: MIND OVER MUTANT
Another classic series gets updated for PSP and DS. Naturally we have an exclusive interview with the developers

IRON MAN
Taking the metal mickey, or a cast-iron winner? Find out in our hot review!



Soul Bubbles
Find out why this is the next essential DS game to buy!



QUICK FINDER
Every game's just a click away!

SONY PSP
Crash Bandicoot:
Mind over Mutant
Iron Man
Everybody's Golf 2

NINTENDO DS
SimCity Creator
Kung Fu Panda
Lost in Blue 3
Guitar Hero:
On Tour

Crash Bandicoot:
Mind over Mutant
Arkanoid DS
Dragon Quest:
The Chapters
of the Chosen
The Legend of
Spyro: Dawn of
the Dragon
Soul Bubbles
Top Trumps:

Doctor Who
Ninja Gaiden
Dragon Sword
Looney Tunes:
Cartoon Concerto
DS Reviews
Round-up

MOBILE PHONE
News
Reviews

MORE FREE MAGAZINES! LATEST ISSUES!

DON'T MISS ISSUE 18 SUBSCRIBE FOR FREE!

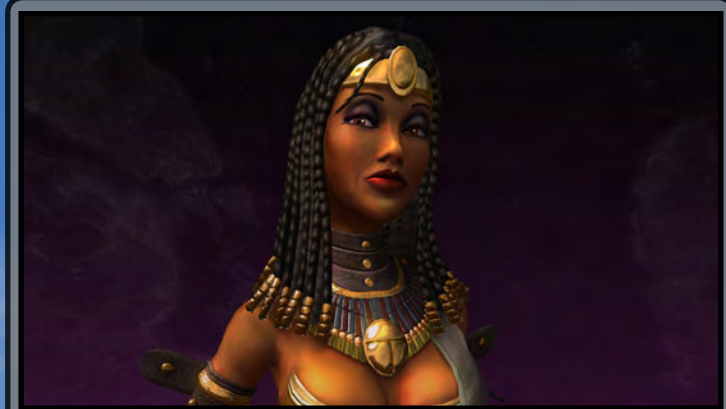
WARNING! MULTIMEDIA DISABLED!
If you are reading this, then you didn't choose "Play" when Adobe Reader asked you about multimedia when you opened the magazine.

Without the multimedia playing, the magazine will look correct, but you will be missing out on all of the extra content built into each issue, like videos, animated screenshots, annotations, quizzes, competitions and more.

We recommend you close and re-open the magazine and select "Play" when asked about the multimedia to enjoy the magazine as intended.

It's good to rule the world.

Lead your civilization from the dawn of man to the space age and beyond, in an all new Civilization created exclusively for console and handheld systems. Go head-to-head with history's greatest leaders as you wage war, conduct diplomacy, discover new technologies and build the most powerful empire the world has ever known.

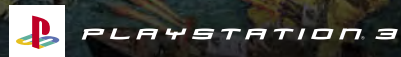


▶ PLAYBACK OPTIONS:

SID MEIER'S CIVILIZATION REVOLUTION™

www.civilizationrevolution.com

13 June 2008



© 2005–2008 Take-Two Interactive Software and its subsidiaries. Sid Meier's Civilization Revolution, Civ, Civilization, 2K Games, the 2K Games logo, Firaxis Games, the Firaxis Games logo and Take-Two Interactive Software are all trademarks and/or registered trademarks of Take-Two Interactive Software. All rights reserved.

*"LIVE" and "PLAYSTATION" are registered trademarks of Sony Computer Entertainment Inc. Microsoft, Xbox, Xbox 360, Xbox LIVE, and the Xbox logos are trademarks of the Microsoft group of companies and are used under license from Microsoft. NINTENDO DS IS A TRADEMARK OF NINTENDO.



Publisher: EA
Developer: In-house
Heritage: FIFA series, MySims, Boogie
Link: <http://simcitysocieties.ea.com/creator/index.php>
ETA: 19th September

PREVIEW FEEDBACK!
 Click here to tell us what you think of SimCity Creator



"You can take a picture of your creation, which can be shared wirelessly"

The game's visuals aren't exactly eye candy, but they're clear enough to do the job effectively.

Congratulations!

SimCity Creator

Build 'em up, then knock 'em down

LATEST NEWS

What's the story?

It's SimCity, given an almost Civilization-esque spin. Instead of just building up a modern-day metropolis, you need to watch your city evolve over time. The game begins in the rather vague 'ancient times' before moving onto the Middle Ages, then the recent past, and then onto the present and finally into a space-age future.

What do we know?

The game uses an intuitive touchscreen-based control scheme which allows you to get around your city with ease while micro-managing using a simple menu system. There are two main modes to choose from, with Free

Play allowing more creative freedom, with the Challenge option offering a more traditionally structured approach – and one which is definitely tougher. The game should play quite differently each time, as decisions you make affect how your city takes shape over the ages. If you've built something you'd really like to show off, you can also take pictures of your creation, which can be shared wirelessly with friends – any you've swapped can be viewed in Gallery mode.

When do we get more?

It's out in September, and we'll have a review for you around that time.

Anything else to declare?

There's a Wii version released alongside the DS game, and there's no word yet on whether the two will link up, but the Wii version allows you to destroy the city you've just created.



THE ACTION-PACKED PREQUEL
TO THE MOST FAMOUS FINAL FANTASY EVER

CRISIS CORE

FINAL FANTASY VII



PLAYBACK OPTIONS:

LIMITED EDITION VERSION ONLY
AVAILABLE WITH ONLINE PRE-ORDER



SQUARE ENIX
www.crisiscoregame.com

CRISIS CORE -FINAL FANTASY VII- © 2007, 2008 SQUARE ENIX CO., LTD. All Rights Reserved. CHARACTER DESIGN: TETSUYA NOMURA. CRISIS CORE, the CRISIS CORE -FINAL FANTASY VII- logo, FINAL FANTASY, SQUARE ENIX and the SQUARE ENIX logo are registered trademarks or trademarks of Square Enix Co., Ltd. "D", "PlayStation", "PSP" and "UMD" are trademarks or registered trademarks of Sony Computer Entertainment Inc.



CONTROL →





Publisher: Activision
Developer: Vicarious Visions
Heritage: Tony Hawk's Proving Ground, Spider-Man 3
Link: www.activision.com/index.html#gamepage/en_US/gamelid:KungFuPanda&brandId:KungFuPanda
ETA: 27th June

PREVIEW FEEDBACK!
 Click here to tell us what you think of Kung Fu Panda

Though the top screen isn't used for much more than a map screen, its display of your health, position and objectives completed keeps the touchscreen clutter-free.

"This looks like it could be a cut above your average license"

A marker on the bottom screen shows which action you're about to perform. Nice.

Kung Fu Panda

Bear-knuckle brawling

LATEST NEWS

What's the story?

Why, it's your average everyday tale of a panda named Po, who must defeat the evil Tai Lung by learning the ancient and noble martial art of the title. Utilising the moves of the so-called Furious Five – Monkey, Tigress, Mantis, Crane and Viper – Po must use all his inner and outer strength to oust Tai Lung, and become Dragon Warrior.

What do we know?

It's based on the forthcoming animated Dreamworks comedy film starring Jack Black, which instantly starts the old alarm bells ringing. Not because we dislike the tubby actor himself, but because it's a movie tie-in, and games of films aren't exactly renowned for their quality. Yet KFP could well buck that trend – handheld experts Vicarious Visions are the folks behind the DS version, and it looks pretty decent in motion, with an anarchic sense of humour bolstering its solid beat-'em-up action. With some platforming sections thrown in to mix things up a bit, this could be a cut above your average license.

When do we get more?

It's out on the 27th, meaning we should be bringing you our considered opinion in the next issue of HGZine.

Anything else to declare?

The game will feature several animated story sequences throughout, and it uses some inventive touchscreen controls for puzzle solving, with the face buttons also utilised for those who prefer to keep things old-school.

The game merely looks passable in screenshots, but like all DS games, it's much better in motion.



Publisher: Konami
Developer: Konami
Heritage: Castlevania series, Lunar Knights
Link: www.konami.com/Konami/ctl3810/cp20104/si3108582/cl1/lost_in_blue_3
ETA: TBC 2008

PREVIEW FEEDBACK!
 Click here to tell us what you think of *Lost in Blue 3*

Lost In Blue 3 keeps you on your toes by forcing you to discover the best way of doing things by trial and error.

There's something fishy about this screenshot.

"The story is gradually revealed via a series of flashbacks"

Lost in Blue 3

"Don't tell me what I can't do!"

LATEST NEWS

What's the story?

Same as Lost In Blue 1 and Lost In Blue 2, really. You're marooned on a desert island, and have to fend for yourself (and others) in order to get through the days, gradually exploring your new home before eventually finding a way to escape.

What do we know?

The US version is already out, and having spent some time with the game, it's fair to say that fans of the series will find plenty to enjoy. Though, as usual, you have but one companion to take care of – later you'll find more survivors. This not only makes exploration easier, but allows for greater replay value, as there are multiple endings depending on your interactions with the other characters. Otherwise it's business as usual – plenty of slow-burning micromanagement, cooking and hunting minigames, casual sexism and thick-as-pudding comrades who don't do

anything unless you tell them. It's hard going at times, but incredibly rewarding when you finally start getting somewhere in the game.

When do we get more?

We don't have a concrete release date from Konami, but it is definitely coming to the UK sometime soon.

Anything else to declare?

The story is gradually revealed via a series of flashbacks to your time aboard a cruise ship. So what happened? You'll have to finish the game to find out.

Exploration of the island is done in baby steps, as you gradually edge away from your starting point.

While progression is almost painfully slow, the little triumphs become that much more satisfying, thanks to the amount of effort you put in.

Coming to a dualscreen near you!



Dinosaur King

Publisher: Sega | ETA: September

One of the best things ever is dinosaurs fighting each other – something Sega have exploited in this handheld RPG, which sees them butt heads in full 3D. There are seventy to collect, and they're found by digging up fossils from five territories. With 240 special moves to choose from, battles shouldn't ever become dull – and there's always the Wi-Fi multiplayer once you're done with the solo campaign.



Dream Pinball

Publisher: SouthPeak Games | ETA: Q2 2008

You can count the number of good handheld pinball games on one finger (Metroid Prime Pinball), but SouthPeak are hoping to double that figure with their latest title – a six-strong collection of tables with a number of different ball types, each with distinctive ballistic properties to affect gameplay. The game's box features a Wi-Fi logo, which presumably means online high-score tables, but there's also a four-player mode – whether that's offline only though, remains to be seen. We'll be watching this one pretty closely.

Skate It

Publisher: EA | ETA: TBC 2008

Skate It is a handheld offshoot of the superb Skate which hit the 360 and PS3 last year, finally toppling Tony Hawk from his throne as the king of videogame skateboarding. Though simpler than its older brother, Skate It utilises an innovative stylus-based take on the original's Flickit controls, allowing the player to string tricks and flips that would make a pro skater jealous. No release date as yet, but some early footage showcasing some nifty stylus manoeuvres has left us wanting more.



MySims Kingdom

Publisher: EA | ETA: Autumn

EA's MySims wasn't quite the world-conquering success some predicted, but EA clearly believes there's still some mileage in the brand, with this new handheld adventure due to hit the handheld this Autumn. You control King Roland (yes, that really is his name) and must revitalise your kingdom by exploring, building and helping others. With minigames including ski jumping and kayaking to compete in, hopefully its more narrative-led gameplay will make for a more focused game. A full preview is coming very soon...

Space Chimps

Publisher: Warner Bros

ETA: August

Based on the forthcoming kids' film of the same name, Space Chimps sees the titular simians crash-land onto an alien planet and attempt to free the enslaved inhabitants from their tyrannical ruler. The game itself is a fairly traditional 3D side-scrolling action adventure with a two-player mode and a blend of combat and puzzle elements. Whether these two ingredients will work together or come out as a lumpy mess remains to be seen, but we'll know soon enough – it's out in a couple of months.



My Horse and Me 2

Publisher: Atari | ETA: Autumn

The original picked up quite a following with equestrian fans, and the sequel looks to improve on that in a number of ways. The already impressive animation has been tweaked to look even more realistic, while a brand new storyline should allow horse fans to form a greater attachment to their virtual steed. It's also licensed by the FEI (Federation Equestre Internationale), for those who like the official seal of approval for their horning around.

COMING
SOON

New International Track & Field (20th June)... Wall-E (4th July)... Final Fantasy IV (Summer)... Star Wars: The Force Unleashed (19th September)...
LEGO Batman: The Videogame (September)... Ghostbusters (Autumn)... WWE SmackDown vs. RAW 2009 (Autumn)... Mushroom Men (Autumn)

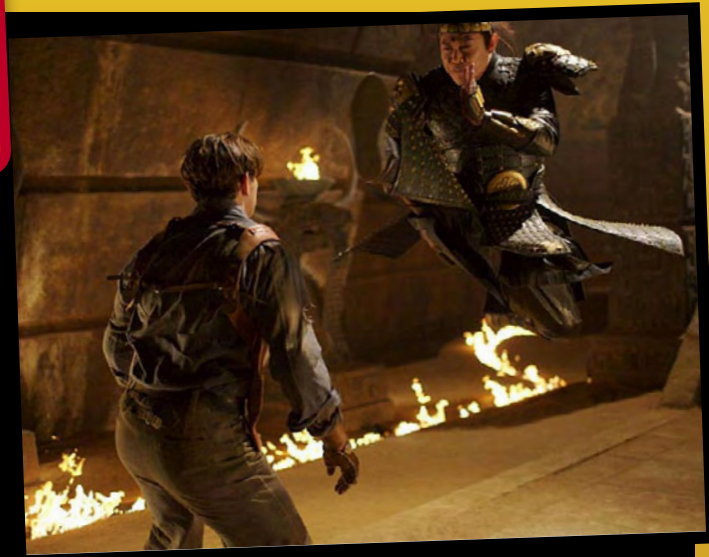
MOBILE NEWS



Transformers: G1 Awakening

Publisher: Glu | **Release date:** Autumn 2008

Last year's movie may have upset and enthralled moviegoers in equal measures, but any Transformers fan worth their salt will tell you that the original toy line is where the action is really at. Glu has recently announced that it is producing a strategy title based around the 'Generation 1' storyline, and the solitary screenshot that has been published so far looks incredibly promising. This could be surprisingly decent, so watch this space.



The Mummy 3

Publisher: Gameloft | **Release date:** August 2008

After the rather lacklustre sequel you'd think the creators of The Mummy films would probably have the common sense to call it a day, but it sadly isn't the case. A third film – that will be set in Asia rather than the traditional Egypt – is in production as we speak, and predictably a mobile adaptation has also been confirmed. No screens have been shown as yet but we're confidently stick our necks out and predict that some kind of action platformer will be the order of the day. We're promised a visual feast, but then they all say that, don't they? We'll bring you a full review in the next month or so.



LocoRoco

Publisher: Sony Pictures Europe
Release date: Q4 2008

Some people will argue that LocoRoco was, for a time, the only reason to consider purchasing a PSP. This cute and addictive little game is now coming to mobile phones thanks to Sony Pictures Europe. Quite how the eye-catching visuals will translate to the significantly smaller display of your average mobile remains to be seen, but if the developer can retain the wonderful gameplay then this will be an essential game purchase.



Hulk

Publisher: Gameloft | **Release date:** June 2008

Another movie tie-in, this time featuring troubled superhero The Incredible Hulk. The previous Hulk movie – directed by Ang Lee – was deemed to be a bit of a letdown, but this time around things promise to be different with thinking-man's actor Edward Norton in the lead role of Bruce Banner. Given the title character's penchant for destruction it would be prudent to expect a game where you get to smash things up in a rage. Could be interesting.

Sonic Olympic Games

Publisher: Sega Mobile | **Release date:** TBC

He's already starred in one Olympics game alongside arch-rival Mario, but everyone's favourite blue hedgehog is taking a second bite of the cherry with this mobile entry. Expect the events to mimic that seen in the Wii version, but obviously with slightly less polished visuals and a lack of motion-sensitive gameplay. Given the pedigree of the developer and the lofty status of the licence, this could be one to watch out for.





Publisher: Activision
Developer: Vicarious
Visions
Heritage: Tony Hawk's
Proving Ground
Link: www.guitarheroontour.com
ETA: Summer

HANDS ON

Guitar Hero: On Tour

There's a new hero in town...

Fear not, rock fans. Soon you'll be able to headbang your way to work, because Guitar Hero: On Tour is almost with us, bringing with it that unique blend of rhythm action that has made the home console originals so essential.

Since we last looked at the game we've gotten wind of the some of the songs that will appear on the track



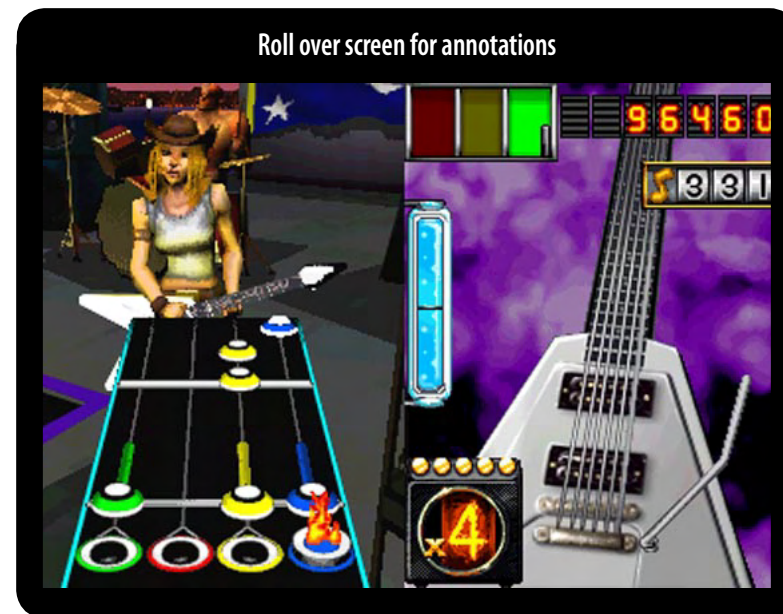
This is the Guitar Grip peripheral. It will connect to all versions of the DS.

listing. This is obviously pretty vital news, as the music is a large part of the game's appeal, and although there are a few random choices thrown into the mix, we're fairly confident that the selection of songs will meet with the approval of fans. In an effort to establish the DS version as a stand-alone instalment, 20 of the 25 tracks included are exclusive and have never been featured in any previous game. That fact alone should ensure that hardcore fans will view this portable edition as a worthy investment rather than a toned-down facsimile of its home console big brother.

But what songs are included, we hear you cry? Well, the developer has gone for a fairly eclectic mixture of tunes, with the likes of Brit Indie act Bloc Party rubbing shoulders with 80s poodle-permed rockers Twisted Sister, but then variety is the spice of life, as they say. Other acts that will be lending their own unique brand of musical harmony to the game are Kiss, ZZ Top, >

"20 of the 25 tracks included are exclusive and have never been featured in any previous game"

When your Star Power mode is activated, your on-screen avatar performs all kinds of radical moves.



DS



> Guitar Hero continued

No Doubt, Maroon 5, Blink 182, Jet, Smash Mouth and Nirvana. Such a melting pot of different styles should at least prevent Guitar Hero: On Tour from becoming too samey, regardless of your personal opinion of the actual bands themselves.

We've also been given some more details of how the controls work. As expected, strumming is performed by simply touching the appropriate area of the screen with the bundled 'pick' stylus. It's also possible to apply the all-important 'whammy effect' by tapping the whammy bar of the guitar shown on the touchscreen display. When your Star Power meter is full you

Your opponent can put you off with things like flashing cameras, as shown here.

You can flip the screen of your opponent to throw them off guard.

Camera Flash!

Screen Flip

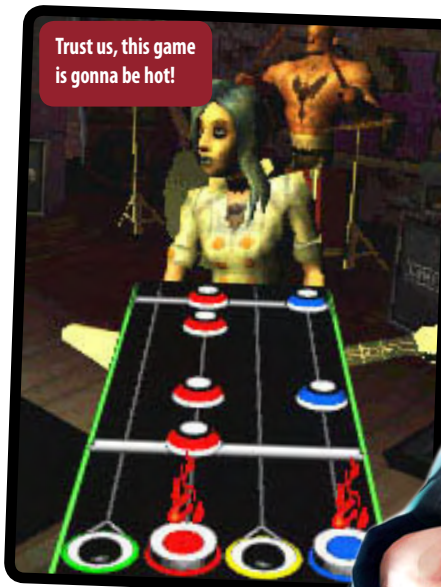
Hyper Speed!

Hyper speed? That doesn't sound good to us.

can activate it by pressing the icon on the screen. Or, if you're feeling liberated, screaming into the microphone.

Such is the undeniable commercial pulling power of the Guitar Hero brand that Activision and Nintendo have announced that the game will be paired with a Nintendo DS in a retail special bundle, as well as being available separately with the unique 'Guitar Grip' control accessory. We won't bore you with more details about this innovative peripheral – as we covered it in our last preview – but suffice to say that it's compact, easy on the eye and promises to revolutionize the way you view your DS as a gaming device. One additional detail we've discovered is that owners of the old 'fat' style DS won't be left out – although the Guitar Grip is designed to fit snugly into the GBA slot of the DS Lite, an adapter will be included so it remains compatible with the older variant, too.

Trust us, this game is gonna be hot!



The DS has played host to some truly amazing examples of videogame craftsmanship, and it speaks volumes for the quality of the Guitar Hero brand that we're awaiting this game with a level of expectation that is exceedingly difficult to match. Of course we will reign in our fan boy levels of excitement and reserve ultimate judgement until we actually have the final version in our sweaty palms next month, but our gut instinct is that it would take a catastrophic disaster of truly epic proportions for this to turn out to be a turkey. ●

"Strumming is performed by touching the screen with the bundled 'pick' stylus"



DS

HGZine



HOW COMPLETE?

80%

FIRST IMPRESSIONS

90%

Rarely have we been excited about a new DS game

PSP

DS

HANDS ON

**Publisher:** Sierra
Entertainment**Developer:** Radical
Entertainment/Virtuous**Heritage:** Crash of the Titans**Link:** [http://village.](http://village.crashbandicoot.com/splash)[crashbandicoot.com/splash](http://village.crashbandicoot.com/splash)**ETA:** October 2008

Crash Bandicoot: Mind over Mutant

A Crash course in platforming perfection?

The dust barely seems to have settled from Crash Bandicoot's last outing, but as the saying goes, you can't keep a good marsupial down and the demented fellow is preparing to return to our small screens in an all-new 3D platforming adventure.

The malevolent Dr Neo Cortex is once again making trouble for the residents of the Wumpa Islands, only this time he's going about it in a more devious manner. He's created a must-have gadget that bears more than a passing resemblance to a mobile phone, and as is the case with these kind of things, the vast majority of the population can't wait to get their hands

"The malevolent Dr Neo Cortex is once again making trouble"

on one. The catch is that this iPhone-wannabe is in reality a nefarious mind-control device that turns the user into a mindless zombie. Being the fine upstanding fellow that he is, Crash isn't about to watch his countrymen get brainwashed, and with this in mind he heads out to shatter Cortex's twisted dreams of world domination.

Those of you that loved Crash of the Titans will be perfectly comfortable here. Mind over Mutant retains many features present in the previous title but also promises to bring some refreshing changes to the table, too.

The Titans make a return, as does Crash's rather worrying predilection for 'jacking' them – which, for those of you that haven't played the previous game, involves controlling their actions by leaping on their backs and tagging them with the mystical Aku-Aku mask.



Looks like Crash has been taking lessons from Lara Croft

CRASH BANG WALLOP! *It's all in the Mind...*

**Crash
history****Jack off****Voice of
reason**

Crash history

Since his inception in 1996, Crash Bandicoot has starred in over 15 different videogames and as the recent release of Crash of the Titans proves, his commercial stock is still as high as ever. Originally earmarked by Sony as the 'official' mascot of their PlayStation console, Crash is now resolutely platform agnostic, which is good news for gamers everywhere.

Not particularly sporting, but it is incredibly helpful nonetheless.

Thankfully, this system has undergone a few changes. Crash is now able to store Titans up for later use, which means you can switch to the most appropriate one when the moment calls for it. Apparently Crash is able to store Titans in his pockets, >



This ghost-like Titan is handy for tackling some of the creepier levels



"Crash can also climb walls and possesses new evasive manoeuvres"

> Crash Bandicoot cont.

which must have Tardis-like qualities given the immense size of some of these brutes. Crash can also climb walls and possesses new evasive manoeuvres that should give the combat a little more variety. Another neat addition is the ability to dig for bonus items, and we've been told that

several special moves witnessed in Crash of the Titans will be available for use in the game from the outset, rather than having to be unlocked later.

Another aspect of Mind Over Mutant that appeals to us is the chance to fully

The glowing red eyes would suggest this chap isn't here as a welcoming committee



Each Titan is imbued with special abilities that assist Crash in his noble quest



explore the Wumpa Islands. Apparently you will be able to go anywhere, providing you possess the appropriate Titan. To round things off it is also possible for a second player to join in the fun in the co-operative multiplayer mode, assuming the role of Crash's ebullient sibling Coco. For those of you that can't get enough of human interaction, other multiplayer modes are mooted as well – as you would expect from a DS and PSP title.

Mind over Mutant is predictably coming out on several different home formats, including the Wii, Xbox 360, PS2 and DS (which is an entirely different game, showcasing a 2D viewpoint and other features that promise to take advantage of the console's more unique aspects). However, it's the PSP version that we're previewing here and we have to say it's looking extremely promising indeed, and looks set to retain all the fun and frolics of its home console brethren.

Some might well question the wisdom of releasing another Crash episode so soon after the previous one, but from what we've seen here the developer is doing a fine job of enhancing the already enjoyable experience witnessed in Crash of the Titans. Watch this space... ●



PSP

HGZine

DS



HOW COMPLETE?

70%

FIRST IMPRESSIONS

80%

More of the same, but it's shaping up nicely

Crash Bandicoot: Mind over Mutant

The world's craziest marsupial returns for fresh hijinks, and this time sidekick sister Coco gets her chance to shine



Crash's monster in the pocket trick is guaranteed to impress the ladies.

The arrival of each new Crash Bandicoot game is always a big event, with each release bringing fresh features, visuals, and ideas to the series. To bring you the lowdown on this latest outing for the PSP and DS we decided that the best thing to do was to speak to as many people in the development team as we could get our hands on. Here's what they had to say...

Is it daunting to work with such a well-established character?

Hamish Millar, Game Designer: It's incredibly exciting to work on his games. The fact that he is so well established is a strength for us. Crash has gone through a number of changes in his more recent games and it's our job to keep him on course. The things that so many people have loved about him for so long are the very things that will help us do just that.



"It's time to look back at the things that made Crash so great"

Wumpa Island becomes a free-roaming environment for the very first time.

And what are you doing to stamp your own mark on the Crash Bandicoot series?

HM: The first thing we've done is give Crash and the whole Crash universe a fresh new look and feel. We have also added to the genre by giving the various mutants that inhabit the islands more attention. You'll learn plenty more about them and you'll be able to do things with them that you never could before. Now that we've achieved those things, it's time to look back at the things that made Crash so great in the first place and imagine what that experience should feel like on the new generation of consoles.

Is Mind over Mutant going to be much more of a free-roaming game than previous ones?

Des Hinkson, Lead Level Designer: Basically we've thrown away the



Crash holds on for dear life, in another nail-biting battle against the minions of arch enemy Cortex.

restrictions of past games where you could only play with Crash through areas from start to finish. Instead we've opened up the world for you to explore. It works like this: as you play you'll come across forks in your path, and hub areas all over where you can decide where you want to go. You might even decide to go back and find a mutant that you wanted to pocket for a fight or a puzzle you noticed – sometimes you'll come across a dead ➤



"Crash's world has become a fully living, breathing place"



For the first time players can play as Coco as well as Crash. Each has their own set of attacks and moves.

The world of Crash is brought to life with a fresh new look in both the PSP and DS versions of Mind over Mutant.

> Interview continued

end that requires you to solve a problem elsewhere before you can get past it. You can choose to follow the story and see where it leads you, or ignore the story for a while and explore the way you want.

Crash's world has become a living, breathing place, with events happening in different parts of the world whether you're there or not. That means your experience in each part of the game will be a bit different when you explore them at different times. Crash will be roaming like he's never roamed before.

As Coco is now playable, what skills and abilities will she bring to the game?

Nick Uden, Lead Animator: Because Coco has a really capable and confident personality, we wanted to set her apart from Crash and complement him at the same time. In particular we wanted Coco to have a unique fighting style. Crash's fight style is very fluid and whole-body. Coco is a little more controlled, so we gave her sharper moves with a bit of a Kung Fu influence. We also added some fun new idles that are totally in keeping with her unique style.

What new features have you been able to implement?

Glenn Dphrepaulezz, Associate Producer: Tose is developing the DS version of Mind over Mutant out of their offices in Kyoto. They have enormous DS experience and that legacy has helped us decide on the key differentiating feature: 2D platforming. We chose to venture away from using the gameplay style of the console skus to make a great game focusing on the DS's strengths.

In addition to the focus on the 2D platforming gameplay style, Mind over Mutant for the DS uses Titans found throughout the game to solve puzzles as

well as fight battles. Each of the Titans the player finds will begin as a low-level Titan that the player can level up as he/she progresses through the game. As the Titan levels up, they become stronger, change in appearance and gain new abilities to provide a twist to the gameplay.

Our PSP version, on the other hand, is being done by Virtuos. In this port players will enjoy all features and visual quality of the console titles, but lucky for PSP fans, its competitive multiplayer feature is exclusive to the PSP.

Each of the new multiplayer modes uses gameplay based on key new features in Mind over Mutant. Once you're done giving Cortex a beating, you can move onto bashing your buddies in the multiplayer mayhem! ●

PSP

DS

**CRASH BANDICOOT
MIND OVER MUTANT**

Publisher: Sierra

Developer: Tose/Virtuos

ETA: October

DS

HANDS ON

Arkanoid DS

Forget the Dark Knight. Taito's original Bat man returns...

Classic arcade games never die. Some are destined to evolve, gradually becoming bigger, better and altogether more epic. And then there are those that don't so much grow as shrink – staying true to their roots but finding a new home in the small-screen, play anywhere land of handheld gaming.

So it goes with Arkanoid. It last graced a Nintendo system way back in 1997, but Taito actually first unleashed its sci-fi themed bat and ball game as a coin-op over a decade

earlier. What's more, the game's roots stretch all the way back to 1976, when Breakout gave juvenile delinquents the world over something to obsess about while waiting for somebody to invent Space Invaders.

Arkanoid has already been 'doing the business' over in Japan, and now – thanks to Taito's new(ish) owners Square Enix – us Gaijin gamers can get a

Arkanoid DS has already been roadtested by Japanese gamers. They loved it.

Arkanoid previously made guest appearances in games like Super Mario World 2.

Up to four gamers are supported in the highly smashtastic multiplayer mode.

"At its core this is the Arkanoid all the old farts know and love"

makeover, courtesy of Taito's award-winning team of ivory tinklers. Sadly, the funky retro paddle controller that Taito released alongside the game in Japan won't be coming to these shores any time soon, but at least there is always

the import route if you absolutely, positively must have the authentic analogue 1980s flashback experience. You'll have to find your own shoulder pads, legwarmers and dodgy New Romantic hair, though. ●

BATTER UP

What's new in the world of bricks



Get your Manga on

Elongated action

A kick up the arts

Get your Manga on

The DS version of Arkanoid sports three different game modes, including an all-new story version. This being a Japanese version of a Japanese coin-op, it's not too surprising that this mode sports cute robotic characters, complete with wide-eyed expressions. You gotta love that Manga!

PREVIEW FEEDBACK!
Click here to tell us what you think of Arkanoid DS

The player's bat is actually a 'Vaus', a spaceship that can be powered up in all kinds of cool ways.

DS

HGZine

ARKANOID
DS

HOW COMPLETE?

FIRST IMPRESSIONS

100%

80%

Smashing! Get ready to Breakout all over again



Publisher: Square Enix
Developer: ArtePiazza
Heritage: Dragon Quest series (NES and PlayStation)
Link: <http://na.square-enix.com/zenithia>
ETA: September

Dragon Quest Chapters of the Chosen

European RPG fans finally get a chance to join the quest

It's harder to imagine a safer pair of hands for a new DS game that combines fighting, fantasy and near lethal doses of cute characterisation than Square Enix. After all, this is the company responsible for the world-

renowned Final Fantasy.

You could also say the company has a bit of previous with Dragon Quest. Having launched the series way back in 1982, the company has shifted over forty million of the blighters in Japan, where Dragon Quest (and not Final Fantasy) is regarded as the most popular fantasy saga of all.

The adventure covers land, air, sea and the darkest depths.



One of Japan's best-loved RPGs gets Manga-fied.



The story may be old, but the cool 3D views are all new.

"In Japan, Dragon Quest (and not Final Fantasy) is regarded as the most popular fantasy saga"

You would, however, be forgiven for not knowing any of this, as the arrival of this new DS Dragon Quest adventure actually marks the series' European debut. And just to complicate things even further, this is actually a complete, Six Million Dollar Man-style rebuild of an earlier adventure (the fourth in a very, very long saga) that's already seen action on the NES and PlayStation.

So where, aside from confused, does that leave DS owners? Cynics might use words like 'money', 'old' and 'rope', but we prefer to view this as an ideal way for DS role-playing fans to get their hands on an epic adventure that sports



Chapter And Verse

The original Dragon Quest IV: Chapters Of The Chosen received much acclaim for its pioneering chapter-based format, so it's no surprise that the same framework has been retained for the DS edition.

There are five chapters in all – Ragnar McRyan and the Case of the Missing Children, Alena and the Journey to the Tournery, Torneko and the Extravagant Excavation, Meena and Maya and the Mahabala Mystery, and The Chosen. These have been scripted to build up an epic, with gamers given the opportunity to step into the shoes of four supporting characters before finally gaining control of the real hero of the tale.

tried and tested game mechanics and storyline, but which still does full justice to the DS platform thanks to DS wireless support, an all-new orchestral score, plus dualscreen 3D visuals that feature cute-as-a-button character and monster designs by none other than Dragon Ball Z artist Akira Toriyama.

Or to put it another way: Square does DS fantasy. What's not to like? ●

DS

HGZine



HOW COMPLETE?

95%

FIRST IMPRESSIONS

90%

In the world of role-playing it's hip to be Square

The Legend of Spyro: Dawn of the Dragon

Spyro's Legend trilogy is coming to an end. Time to find out more...

The purple poser is most definitely back, in the final game of the Legend of Spyro trilogy, Dawn of the Dragon, but is it looking like the diminutive dragon will go out in flames or a puff of smoke? Let's read on and find out then, shall we?

Dawn of the Dragon is set some three years since Spyro and Cynder were left trapped in the crystal at the end of The Eternal Night. As you'd expect, the trilogy is set to round things off nicely, and there's talk of 'new powers' and 'fulfilling destinies', so it's fair to assume that a massive confrontation with the Dark Master is likely to be on the cards.

When you initially fire up the game then it appears that business is very much as usual. There's the usual mix of fire-breathing, flying and gem collecting, but there are some new gameplay elements welded in to add some variety to the familiar.

Fans of flying dragons will be pleased to hear that Spyro can now fly at any time. And there's also a co-operative mode too now, meaning that

players can easily switch between Spyro and Cynder at the flick of a switch. As you would expect, different characters have different abilities, and certain sections of the game can only be completed by the character you are currently controlling.

The A-list line-up of vocal talent has also returned. Once again, the childlike tones of Spyro have been voiced by the childlike Elijah Wood, while the remaining characters have been recorded by stars such as Christina Ricci, Gary Oldman and Mark Hamill – who also voiced characters for the new Crash game.

It really wouldn't be the same without a yearly update of the Spyro series, and with plot ends hopefully being tidied up nicely, we're quietly looking forward to Dawn of the Dragon. Come back next month to read our exclusive interview with the game's developers. ●

PREVIEW FEEDBACK!
Click here to tell us what you think of The Legend of Spyro: Dawn of the Dragon

There are a staggering number of icons, representing both Spyro and Cynder, but you'll soon get used to them.

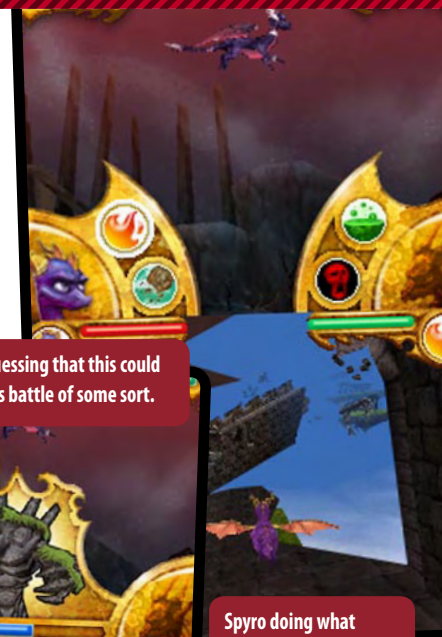


"Spyro can now fly at any time in the game"



We're guessing that this could be a boss battle of some sort.

Spyro doing what Spyro does best: flying!



DS
HGZine

HOW COMPLETE?

65%

FIRST IMPRESSIONS

80%

He's still our favourite twisted friend

Subscribe to HGZine

FREE! EVERY MONTH!
The world's best games magazines!

DON'T MISS OUT AGAIN SUBSCRIBE FOR FREE!

Over 40,000 people have already chosen to subscribe to one or more of our GamerZines and now receive notification of each new issue as soon as it's published. Why not join them and ensure you never miss another issue again?

www.gamerzines.com



PSP

Iron Man

Test your mettle by wearing, erm, metal

Being a One Man Army in a shiny metal suit has its plus points – you can fly, you have an array of weapons at your disposal and nobody dares to spill your pint. But there are downsides too – women can use your metal sheen as a mirror to check their makeup and, worst of all, when enemies want to take you down, they don't just send a couple of dudes with guns, they send a whole army and air force to take you down.

Such is the case in Iron Man, the game that is loosely based on the film (complete with voiceovers from Robert Downey Jr) but with different plot twists that fans of the comics will enjoy. As Tony Stark, you have to bring peace to the world by flying and blasting through the levels, using your Iron Man suit as a weapon, a shield and a flying machine. The suit provides most of the

fun that there is to be had in the game, and as you improve and play the game more, so your suit can be upgraded to toughen you up and make your weapons more deadly.

Not that you'll really want to play the game that much though because, disappointingly, Iron Man is more

"The suit provides most of the fun to be had in the game"

A metallic suit *and* hands that emit super heat rays? Has Tony Stark really thought this super hero alter ego thing through?

With voice samples courtesy of Robert Downey Jr, the game audio is top notch. Sadly the same thing can't said of the murky visuals.

Tony Stark does some mincing around, while waiting for a delivery of a far cooler gold and bronze armoured outfit.

superhero movie tie-in that sees you whizzing through the skies taking on all-comers, it's even more disappointing to play this bland effort. ●

Dave Perrett

ANY OLD IRON

From total zero to super hero

The game starts with you wearing a rubbish suit that any kid could construct out of tin foil. Sure, it can fly and blast enemies, but it's not up to much else. But as you progress through the game, so your weapons get more kick ass and the suit improves as it slowly turns into the iconic red and gold beast all comic book geeks know and love.



frustrating than fun and more insipid than inspiring. The trouble starts with the control system, which is annoyingly clunky. Unfortunately, Iron Man can perform more actions than there are buttons on your PSP, and as a result, executing the action you want when you want isn't easy.

The 13 levels aren't much better either – gameplay's repetitive and tiresome, and the enemies are so lame you can finish them off with ease. It's not that Iron Man's particularly bad – it isn't – but it's not good either. And given that the action-packed subject matter should make for an amazing

HGZine
Verdict

What could've been
Marvel-lous is drab and
disappointing

PSP

- Authentic film actor voices
- Weak enemies
- Dull visuals and foggy levels

5

PSP

Everybody's Golf 2

It's golf Jim, but not as you know it

It's commonly believed that football is a funny old game, but what about golf? You whack a tiny ball with a metal stick, walk all the way over to it and do it all again. Then, just when you think it couldn't get any stranger, you're then expected to knock it into a hole that's only slightly bigger than the ball itself. And don't even begin to get us started on the clothing that golfers seem to prefer wearing...

Speaking of odd brings us very neatly to Everybody's Golf 2. A game that throws traditional convention out of the window to bring us a version of the sport that manages to be both a highly playable game of golf, and also a well thought out computer game in its own right. Arguably the most addictive and enjoyable golf game ever made, Everybody's Golf is truly in a league of its own. So what's new?



You have full control over the angle of the camera and the view of your hole, so you'll always know where you are.



There are plenty of courses, and they're all brilliant.

Trust us, you'll know exactly when you hit the ball perfectly.

"Everybody's Golf is truly in a league of its own"

Well, there's the expected (new courses and characters) and also the unexpected, too. The game now has a beefy Wi-Fi multiplayer mode, allowing up to 16 players to compete online, while a new card system replaces the reward one in the first game – complete a round and you get to

choose from a selection of covered cards for some bonus items. These could be a new piece of clothing or a bonus point to increase your stats. It's a random system, but one that also works really well.

The various game modes are the usual motley crew of practice modes, tournaments, training and a range of minigames that have you trying to get a hole-in-one for bonus points.

Behind the shine and options though, is a very tidy gameplay dynamic. It's the usual 'hit the moving line in the correct part of the bar' method for hitting the ball, but you also have the ability to

slice the ball or add a 'turbo' to your shot for added distance.

Everybody's Golf is both a playable game in its own right and also a worthy sequel, too. And whether you like golf or not, there's a lot to enjoy here. ●

Dean Mortlock

COSTUME DRAMA

More outfits than Victoria Beckham

As you'd expect from a crazy game like this, you're not expected to parade around in plus-fours and cardigans. You have the potential to earn bonus cards at the end of each round, and these cards can – among other things – reward you with bonus costumes... including this very fetching panda outfit – complete with fetching red cape.



HGZine
Verdict

A beautifully playable and well-designed golf game

PSP

- Stunning gameplay
- Loads of options
- 12-player online play

8

Soul Bubbles



We're forever blowing bubbles...

Playing like a cross between PSP classic LocoRoco and the Wii's excellent LostWinds, Soul Bubbles more than merits the comparison to those two great games. While it owes a small debt to the former, it very much feels like its own game.

You play as an apprentice spirit herder, tasked with guiding seven precious souls through a series of circuitous levels. As the air is harmful to the spirits, they're encased in a bubble, which you need to blow around – thankfully, not by huffing into the DS mic, but by dragging the stylus across the screen to push it around on a cushion of air. It takes all of five minutes to get used to the fine control needed to get around the various obstacles, while you're given three masks to cut bubbles into smaller

Later stages have environmental hazards which you need to tap or rub with the stylus to get rid of.

"Soul Bubbles peaceful gameplay deserves to earn it a legion of fans"

pieces to fit through narrow gaps, to deflate larger bubbles or to create new ones which can be joined to your existing bubble or used to pick up water to douse flames blocking your path.

Soul Bubbles meanders along at its own pace, slowly upping the challenge without ever becoming difficult, and slowly introducing new elements, like pink and blue gases which make your bubble heavier and lighter, allowing you to rip through cloth barriers. A late

While it's mainly stylus controlled, you'll need the D-pad to split your bubble into pieces to squeeze into narrow crevices – usually where extra stardust or calabash can be found.

Soul Bubbles is hardly a violent game, though you do need to occasionally slice the odd frog tongue in half.

ice level plays at a pace akin

to an early 2D Sonic game, while the three calabash fruits secreted within each stage become harder to locate. Yet you'll see the end far sooner than you want to – though that's testament to how addictive it is rather than any slight on its brevity. And besides, you'll want to go back to get those remaining calabash and get a full set of S rankings. Soul Bubbles might be too slow and easy for some, but its peaceful and enjoyable gameplay deserves to earn it a legion of fans. Give it a go. ●

Chris Schilling

FOUND THAT SOUL

Uncovering Soul Bubbles' key elements



Star fruit

Water way to go

Know your enemy

Star fruit

While the ultimate objective for each stage is to simply get the spirits safely to the gateway cubes, to get the best ranking you'll need to pick up all the pieces of stardust scattered about, as well as the calabash. Cleverly, the spirits alert you to the locations of the latter by turning into pink hearts when one is nearby.

HGZine
Verdict

Soul Bubbles is a stunning game that is a real breath of fresh air

DS

- 👍 Gorgeous graphics
- 👍 Superb bubble physics
- 👎 Too sedate for some

9

DS

Top Trumps: Doctor Who

Travel back in time with a classic card game given a new twist

Given that Doctor Who is the gaming equivalent of a vast underground goldmine of fun that's just waiting to be tapped, you could be forgiven for letting off something of a sigh when you realise that, rather than an action-packed adventure featuring Daleks, Sontarans and Cybermen, this is a card battling game. But while it would probably be better if this was a fully fledged Doctor Who action game, Top Trumps: Doctor Who is, as it happens, actually a pretty decent game in itself.

If you've ever played Top Trumps before, you'll know what to expect here. Each player has a card with five

stats on it – height, intelligence, monster rating, darkness and courage – and you have to pick the stat that you think is higher than the equivalent stat on your opponent's card. If it is higher, you win that card; if not, your opponent wins it, and the overall winner is the player who ends up with all the cards.

It's incredibly simple, and as such is perfect for younger gamers, but there are a couple of extra features included to help spice up proceedings. First, as you rack up combos of winning cards, your power bar fills up and you can use this to unleash your character's chosen special abilities. The second added

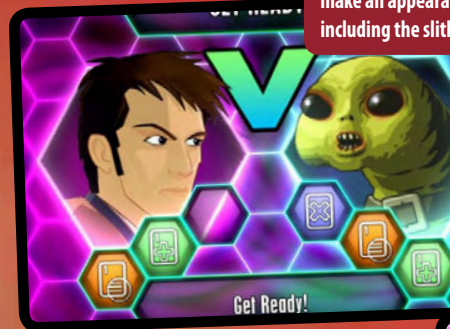
"It's incredibly simple and as such is perfect for younger gamers"

Good for them, but bad for you, though...



Classic characters make an appearance, including the slitheen.

Trust us, you'll love it...



feature is unlockable power cards that you pick before each battle, and you can use these to give you an advantage over you opponent – think of it as legal cheating if you will.

It may be simple, but Top Trumps is actually pretty addictive, and with more than 35 different cards featuring all your favourite heroes and villains, there's plenty here to keep you entertained and playing for a long time to come. Don't expect too many scary or action-packed moments, or too much complexity, but Top Trumps: Doctor Who is a solid and fun card game that's guaranteed to have younger fans hooked. ●

Dave Perrett



The Doctor is a great card to get, as he's pretty unbeatable.

PICK A POWER...

...any power

Before each battle you'll get the chance to pick three special cards to use. You start with only two available to you, but you'll unlock more as you progress through the game. When you're up against it, touch the special card you want to use and you'll unleash your power, such as the chance to spy on your opponent's card or a free shot at the card they're holding.



HGZine
Verdict

Just like the Tardis, it may seem shallow but it's packed with fun

DS



Addictive



Great link-up modes



Shame it's not an action game

7

DS

Ninja Gaiden: Dragon Sword

The stylus is your sword in Team Ninja's superb scrapper

Ninja Gaiden: Dragon Sword is a game full of surprises. The first comes when you realise Tomonobu Itagaki has attempted to recreate the fast-paced 3D combat of its home console predecessors on the humble DS. The second comes when you see that he's managed it. And the third comes when you get a couple of hours in before losing a life. Not the same as the Gaiden we're used to, then.

Reduced difficulty aside, in every other regard Dragon Sword feels like a Ninja Gaiden game should. Its controls are masterful – with the DS held vertically (Brain Training has a lot to answer for) you simply use the stylus for everything, with one notable exception – any face or shoulder button is used to block. And seasoned Gaiden players will know just how important that command is.

Perhaps the game's ease can be attributed to how wonderfully the stylus controls have been integrated. Simple vertical or horizontal flicks pull off nearly all Ryu's moves, and it's amazing to see how rare it is that your input is misread. Stringing manoeuvres together has rarely felt quite so intuitive, and it's all so fluid that you'll be showboating in no time. Activating ninpo magic is a simple case of tracing a symbol brought up by tapping the

relevant icon on the touchscreen. It's a great system that works really well.

The game's plot is relayed in a comicbook style, which looks fine, but the story isn't anything to shout about. Though your vocal chords will get a workout when yelling into the mic to wake shopkeeper Muramasa. Sadly, he's not stocking extra weapons this time, only upgrades and spells.

With its stages perfectly sized for portable play, it's just a shame that there aren't enough of them – the game ends after around six hours. While this prevents repetition, it's still a little too short for £30. A pity, as this is otherwise a great example of how to translate a successful franchise from console to handheld. ●

**REVIEW
FEEDBACK!**
Click here to
tell us what
you think of
Ninja Gaiden:
Dragon Sword

WOOD YOU BELIEVE IT?

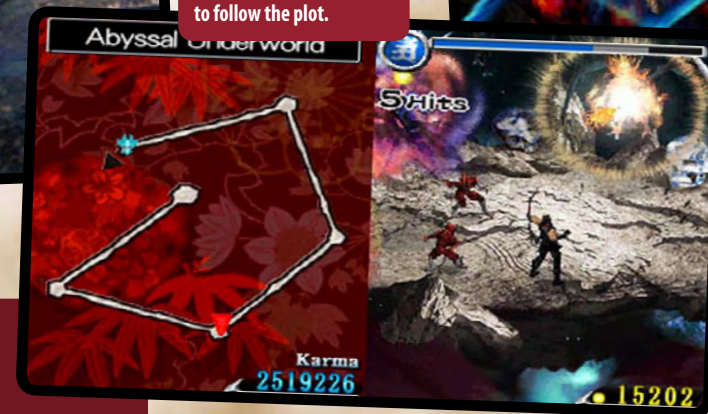
Hunting for prizes...

The DS microphone is used to find secret wood amulets in the game, which then unlock various items in the prize menu – available once you've completed the game. If you hear a bird cry, blow or talk into the mic, and be ready to shoot the bird whizzing across the screen. You'll get character art and other such bonuses for your efforts.

Though the stages are very linear, the combat is so spectacular that you won't mind.

Ryu's ninpo techniques are best saved for the boss battles.

It's easy to loose track of the twists and turns in the story, but it's not essential to follow the plot.



HGZine
Verdict

Short, but it's an incredibly sweet journey while it lasts, though

DS

- 👍 Stunning 3D graphics
- 👍 Immaculate control scheme
- 👎 Over far too soon

8



Publisher: Eidos

Developer: Amaze
Entertainment

Heritage: Crash of the
Titans, Shrek the Third

Link: www.

eidosinteractive.co.uk/
newsinfo.html?nwid=334

OUT NOW

**REVIEW
FEEDBACK!**
Click here to
tell us what
you think of
Looney Tunes:
Cartoon Concerto

Looney Tunes: Cartoon Concerto

"The idea is that you're
conducting the music
for a series of Looney
Tunes cartoons"



Certain sections
see notes falling
from the top to
the bottom,
which you simply
need to tap when
they reach the
correct point.

Elite Beat Orchestra?

Perhaps the most surprising game
we've played all year, Cartoon
Concerto is a game which
might seem best suited to a younger
audience, but will likely find more of a
cult audience among hardcore gamers.

It doesn't start well. Opening with a
tedious, unskippable tutorial presented
by possibly the worst Bugs Bunny
impression you've ever heard, it
appears to be little more than a blatant
rip-off of Elite Beat Agents. Yet, as the
game progresses, you soon realise
there's more to it than that – and that
aping such a cracking rhythm-actioner
is hardly a bad idea in the first place.
Even Bugs' voice becomes curiously
alluring – if only to laugh at how
hysterically awful it is.

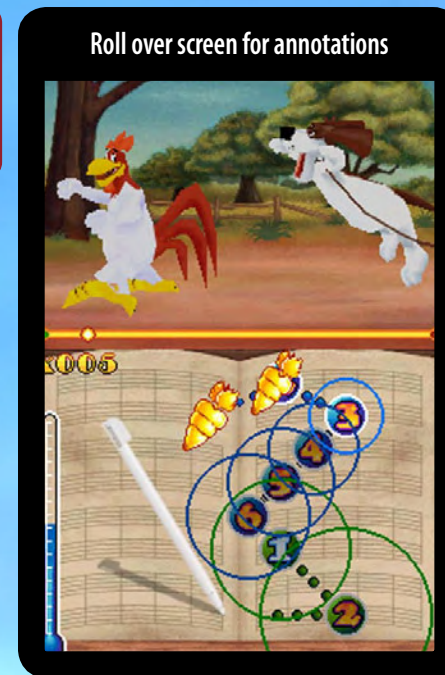
The idea is that you're conducting
the music for a series of vintage Looney
Tunes cartoons – many of which will
only be familiar to those of a particular
age, given how old they all are. While
it's a shame they're not recreated in
their original form, Amaze have made a
decent fist of translating them to the
small screen. The bottom screen shows
a blank music score, where notes



Stages are unlocked
gradually as you progress.



A few notes can be tapped, but
it's best to drag from an empty
space to those so you don't
accidentally resort to EBA's
control scheme.



Roll over screen for annotations

appear as numbers, a la EBA. But
instead of just tapping them to the
orchestral soundtrack, you need to
drag the stylus with perfect timing
into the hit boxes – it's remarkably
tricky to get the hang of, and the
lowest difficulty is hardly well suited
to younger players.

Yet somehow it all works rather well.
Though kids will put it down after a

couple of hours, frustrated by its
toughness, everyone else will lap
up the challenge. With plenty of
recognisable classical tunes to choose
from, a set of highly amusing cartoons
to watch and the top difficulty testing
even the most hardened EBA player,
Cartoon Concerto is an effective take
on the rhythm-action genre. ●

Chris Schilling

HGZine
Verdict

An unexpected treat that
we are more than happy
to recommend

DS

- Enjoyable gameplay
- Plenty of challenge
- Some iffy note placement

7

WIN!

A COPY OF SBK-2008 FOR PSP!



- While it's fair to say that motorbike racing games have always been somewhat neglected when compared to their four-wheeled cousins, it's also fair to say that those that miss out on this excellent driving game are missing out on a real corker. Packed full of game modes (from a full-on racing season to a quick race to a series of ingenious challenges), it's one of the new batch of PSP games that more than deserves your undivided attention.

We gave the game an 8 out of 10 score last month, and if you fancy seeing what all the fuss is about for free, then why not enter our competition, where you stand a chance of winning one of the five copies of the game that we've blundered to give out to you lot!

To enter the competition, just answer the amazingly simple question to the right and that's it. And we wish you the very best of luck!

Competition closes 10th July 2008. See website for full T&Cs.

> Inbox

Your questions answered and your fears put to rest, courtesy of HGZine!

I'VE NOTICED THAT THERE SEEMS TO be a trend for really old games at the moment. I mean, in the last couple of months I've read about Arkanoid, Gauntlet and even Space Invaders! What's going on? Why can't the developers produce some new games? Have they completely run out of fresh ideas for games?

Bob Wade, Middlesbrough

>> The thing about classic games Bob, is that they're classics for a very good reason, and that reason is

that the gameplay is still as timeless and playable as it ever was.

Sure, there are plenty of new games in development, and there's a strong possibility that a few of them could become classics in their own right, but there's little to match games like Space Invaders, Gauntlet and Arkanoid.

Trust us, give them a chance and we promise that you'll love them.

I SAW YOUR DOCTOR WHO PREVIEW last month and can't believe that Eidos haven't produced a proper Doctor Who game. I mean, Top Trumps? Eh?

You could have a brilliant action adventure game packed with Daleks and Cybermen, but instead we get a card game? I'm still in shock.

Jeff Loftus, Belfast

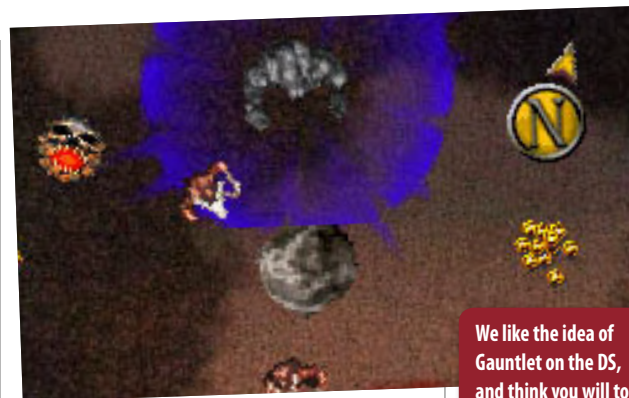
>> To be honest, there were a few raised eyebrows when this game came in. The truth of the matter though, is that Top Trumps: Doctor Who is actually a really good game.

As to why there's no 'proper' Dr Who game, then your guess is as good as mine, but don't be surprised if one turns up in the future.

LOVE THE MAGAZINE I've been reading it since issue one and it's amazing value for money – considering that it's free! Can you tell me if you're planning to release any more magazines, as I reckon that there are a few you could do.

Carl Parry, Bristol

>> Thanks for the kind words Carl, and we're chuffed to pieces that you like the mag. And you're right, there



We like the idea of Gauntlet on the DS, and think you will to.

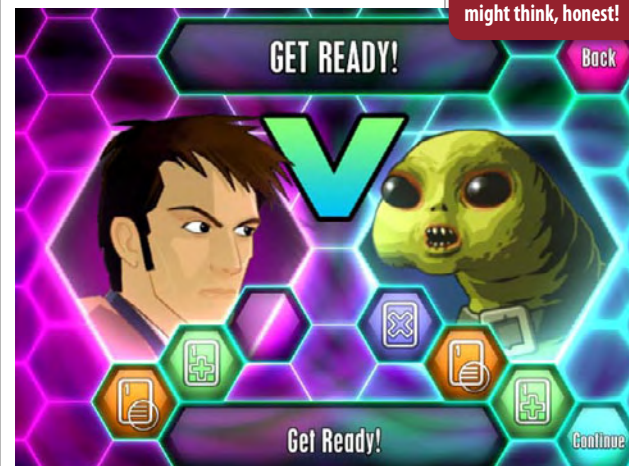
are still plenty of ideas for mags, and we're always thinking ahead.

Mind you, if you think you have a great idea for a mag that you think we may have missed, then please write in and tell us about it!

I CAN'T AFFORD TO BUY any new PSP games – can you send me some?

Matt Livier, London

>> Nice try Matt, but we tend to be very possessive about our games. Why don't you enter our competition to win a copy of SBK?



Top Trumps: Doctor Who... better than you might think, honest!

GAME MATTERS

This month we've had a lot of letters about Manhunt 2...

I READ A COUPLE OF GOOD REVIEWS for Manhunt 2, so thought I would buy it. What a mistake! And what a horrible game. How can developers be allowed to make such vile rubbish? **Simon, Leeds**

>> Harsh but fair, Simon. There's a lot of violence in Manhunt 2, but there's also a pretty good game lurking underneath it, too.

I LOVE MANHUNT 2 and really don't know what all the fuss is about. After all, it's no worse than films like Saw and Hostel, and no-one makes a big fuss about them. **Gary Milne, Blackpool**

>> Actually Gary, there was quite a bit of controversy about those films, too. Violence is computer games is nothing new, but there's an argument that games like Manhunt 2 only give fuel to the critics' fire.

I KNOW IT'S NOT A POPULAR thing to say, but I really love the violence in Manhunt 2. It's so over the top that it just makes me laugh! **Steve Blackwood, Ipswich**

>> It may not be popular, but it's probably true, Steve.

Don't miss
Issue 18

Out
July 10
Sign up
now!

EXCLUSIVE!

In **HGZine** Issue 18

GUITAR HERO: ON TOUR

Become an
axe-wielding
maniac with our
exclusive review!

PREVIEWS

The Sims 2 Apartment Pets
SmackDown vs RAW 2009
Lego Indiana Jones

REVIEWS

WALL•E
The Chronicles of Narnia:
Prince Caspian
The Incredible Hulk



Issue 18 Out July 10th!

MORE FREE MAGAZINES! LATEST ISSUES!

DON'T MISS ISSUE 18 SUBSCRIBE FOR FREE!

WARNING! MULTIMEDIA DISABLED!

If you are reading this, then you didn't choose "Play" when Adobe Reader asked you about multimedia when you opened the magazine.

Without the multimedia playing, the magazine will look correct, but you will be missing out on all of the extra content built into each issue, like videos, animated screenshots, annotations, quizzes, competitions and more.

We recommend you close and re-open the magazine and select "Play" when asked about the multimedia to enjoy the magazine as intended.

Cranberry Publishing Limited

www.cranberrypublishing.com

Publishing Director: Dave Taylor

Email: dave.taylor@cranberrypublishing.com

Editorial Director: Dan Hutchinson

Email: dan.hutchinson@cranberrypublishing.com

Commercial Director: Duncan Ferguson

Email: duncan.ferguson@cranberrypublishing.com

Telephone: 07770 648500

Call Duncan to discover how e-publications can work for you!

Editor: Dean Mortlock

Contributors: Chris Schilling, Darren McFerran, Dave Perrett, Mark Ramshaw

All rights reserved. This publication may be copied in its entirety without modification for non-commercial purposes, for example but not limited to copying to CD-R for a friend, but it may not be offered for download from any website or similar without the prior permission of the copyright holder. You are free to, and encouraged to, link to the original file for download from our website and you can find help on doing so here. While the greatest care is taken in producing this guide, we do not accept responsibility for the loss of any data or any other damage caused by following the instructions in this publication. We always recommend that you keep a backup of your hard disk data and ensure that you check all files for viruses before installing or using any new software. None of the information in this guide is intended as legal advice. All articles are for information purposes only. Websites mentioned in this publication are not affiliated to or controlled by the publisher. We are not responsible for the contents of these sites or any changes made to them.
All contents © Cranberry Publishing Ltd 2008
Company registration number: 4987058

Want more DS & PSP?

Sadly, you've reached the end of this issue. What would you like to do now?

- Exit this issue and go and download another issue?
- Exit this issue and subscribe FREE for future issues?
- Exit this issue.

N4G THE WORLD'S BEST SOCIAL NEWS SITE FOR GAMERS!

news for gamers
<http://www.n4g.com/>

News 4 Gamers is a news website written by gamers for gamers. Each story is submitted by a member of the community and ranked by popularity. You can comment on each article, and even if you're not a fully fledged writer, you can submit news tips for items you've seen elsewhere on the web!

The site has sections for all gaming

platforms including PlayStation 3, Xbox 360, Wii, PC, DS, PSP and more.

When you read a story on N4G, you can click to go straight out to the full story source, making this the ultimate gaming news site, because it gives you access to the stories from all the games sites on the web, rather than just its own.

